

CLAIMS:

1. An electronic gaming console having credit means, reward means, game control means, display means, and player input controls, the control means being responsive to the credit means and the player input controls to play a game which is displayed on the display means and if a winning event occurs, a player reward is awarded by the reward means, the gaming console being characterised in that the game provides a video display, for displaying a game image of a hybrid game comprising one or more rotatable reels of a spinning reel game and a labyrinth of pins or pins and holes of pin and ball game and the player input controls allow the player to initiate the motion of the one or more rotatable reels and one or more ball images on the display, player rewards being awarded when the reel and ball images come to rest in predetermined prize winning positions, the spinning reel and pin and ball games each potentially contributing to a single game outcome.
2. The gaming console as claimed in claim 1, wherein prize winning outcomes are determined by an outcome of the spinning reel game and may be modified by a ball arriving at a bonus position of the pin and ball game.
3. The gaming console as claimed in claim 1, wherein the reels stop spinning before the ball or balls reach the bonus position.
4. The gaming console as claimed in claim 2, wherein the balls or balls are projected from a location remote from the labyrinth and the reels stop spinning before the ball or balls enter the labyrinth.
5. The gaming console as claimed in claim 4, wherein the spinning reel game comprises a plurality of reels each carrying a plurality of symbols located sequentially around its circumference, such that when the reels spin and stops a result is defined by a outcome line of symbols formed by one symbol from each reel which is in a predetermined stopping position of the respective reel, prize winning combinations of symbols being predefined and a prize being awarded if one of the prize winning combinations occurs on the outcome line.
6. The gaming console as claimed in claim 5, wherein at least one substitution location is defined in the pin and ball game such that if a ball comes to rest at the substitution location a symbol is substituted for a symbol in the outcome line of the spinning reel game to assist in forming a prize winning combination.
7. The gaming console as claimed in claim 6, wherein the symbol substituted on the outcome line will cause a prize to be awarded if two symbols

of a kind are displayed on the outcome line of the spinning reel game and the substituted symbol is of the same kind.

8. The gaming console as claimed in claim 7, wherein the substituted symbol is determined to be the same as any two symbols of a kind that occur on the outcome line of the spinning reel game.

9. The gaming console as claimed in claim 7, wherein the substituted symbol is a predetermined symbol and the substituted symbol will only modify the outcome of the spinning reel game if the two symbols of a kind match the predetermined symbol.

10. The gaming console as claimed in claim 7, wherein prizes are awarded in redeemable credits.

11. The gaming console as claimed in claim 7, wherein prizes are awarded in free games.

12. The gaming console as claimed in claim 1, wherein the prizes provided in the game have values which are a function of the number of credits bet.

13. The gaming console as claimed in claim 5, wherein if the ball arrives in a predetermined location the outcome of the spinning reel game is modified by modifying the prize associated with the outcome combination.

14. The gaming console as claimed in claim 13, wherein the prize is modified by multiplying it by a predetermined multiplier.

15. An electronic gaming console having credit means, reward means, game control means, display means, and player input controls, the control means being responsive to the credit means and the player input controls to play a game which is displayed on the display means and if a winning event occurs, a player reward is awarded by the reward means, the gaming console being characterised in that the game provides a video display, for displaying a game image of a game comprising, one or more targets in a game field and the player input controls allow the player to initiate the motion of one or more ball images on the display, player rewards being awarded when the ball images come to rest in or pass through predetermined prize winning target positions.

16. The gaming console as claimed in claim 15, wherein, holes are positioned behind each of the targets to allow a ball to pass through a target, such that the target remains empty to receive further balls during a game.

17. The gaming console as claimed in claim 15, wherein, additional pins and/or holes are scattered around the field in addition to those associated with targets.

32. The gaming console as claimed in claim 31, wherein the bonus feature is awarded if a predetermined number of balls are caught in a predetermined set of one or more containers.

33. The gaming console as claimed in claim 5, wherein if the ball arrives in a predetermined position the outcome of the spinning reel game is modified by awarding a further prize in addition to the prize associated with the outcome combination.

34. The gaming console as claimed in claim 5, wherein if the ball arrives in a predetermined position, the outcome of the spinning reel game is modified by awarding a bonus game, and if the bonus game achieves a prize winning result, a bonus prize is awarded which is determined by the result of the bonus game in addition to the prize associated with the outcome combination.

35. The gaming console as claimed in claim 1, wherein a further type of game is incorporated into the base game.

36. The gaming console as claimed in claim 35, wherein the further game is provided as a feature game associated with the base game.

37. The gaming console as claimed in claim 36, wherein the feature game is a second screen animation.

38. The gaming console as claimed in claim 36, wherein the feature game is a chocolate wheel game.

39. The gaming console as claimed in claim 36, wherein the feature game is awarded from the base game in response to a predetermined trigger.

40. The gaming console as claimed in claim 136, wherein the feature game is a chocolate wheel which replaces a prize container such that where as a ball drops through the chocolate wheel, it will spin and pay the prize that is spun up.

41. The gaming console as claimed in claim 36, wherein the feature game is a spinning reel game.

42. The gaming console as claimed in claim 36, wherein the feature game is a keno game.

43. The gaming console as claimed in claim 36, wherein the feature game is a bingo game.

44. The gaming console as claimed in claim 36, wherein the feature game is a card game.

45. The gaming console as claimed in claim 36, wherein the feature game triggers another base game feature.

46. The gaming console as claimed in claim 36, wherein the feature game is played in conjunction with the base game.

47. The gaming console as claimed in claim 36, wherein the feature game is a spinning reel game and is played in conjunction with the base game such that
5 reels spin and then balls drop in accordance with the outcome of the spinning reels, for every game played.

48. The gaming console as claimed in claim 36, wherein the feature game is an independent game and where a predetermined trigger condition or award causes the feature game to run, and if a winning condition is achieved in the
10 feature game, the feature game reveals a bonus condition.

49. The gaming console as claimed in claim 48, wherein the bonus condition is an award of a prize.

50. The gaming console as claimed in claim 48, wherein the bonus condition is a win multiplier which multiplies a prize already won.

51. The gaming console as claimed in claim 48, wherein the bonus condition
15 is a number of free games.

52. The gaming console as claimed in claim 48, wherein the bonus condition is the awarding of one or more extra balls to drop in the base game.

53. The gaming console as claimed in claim 48, wherein the bonus condition
20 causes a change in the game structure for future games.

54. The gaming console as claimed in claim 48, wherein the trigger condition to run the feature game is achieved by the collection of one or more balls in a predetermined container.

55. The gaming console as claimed in claim 1, wherein a chocolate wheel is
25 activated by a ball or other means to provide a multiplier, bonus or trigger determined by the stopping position of the wheel.

56. The gaming console as claimed in claim 55, wherein the chocolate wheel is divided into a plurality of wheel segments with one symbol or prize indicia
30 indicated or displayed in each segment.

57. The gaming console as claimed in claim 56, wherein new prize indicia or symbols are selected and displayed on the respective wheel segments at the commencement of each main game.

58. The gaming console as claimed in claim 56, wherein a central portion of
35 the chocolate wheel which carries the symbols or prize indicia remains stationary

and indicators, around the periphery of the wheel indicate rotation and a final stopping position.

59. The gaming console as claimed in claim 58, wherein a series of virtual lights are provided around the wheel image such that rotation is indicated by lighting the lights in sequence such that the illuminated lights change in a rotating pattern, and after rotation of the pattern stops, a light is left illuminated adjacent to one wheel segment to indicate the prize indicia or symbol carried on that segment as the selected symbol or prize.

60. The gaming console as claimed in claim 5, wherein the game is played with a single ball.

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